

Greenies Bubble Select Grade 2

Place Value Bundles - Ten and Hundred

凸 3 levels

Probing Questions

- How many do you select here?
- How can you show there are no ones/tens/hundreds?
- How does the expanded form match the pictures?

Something to Think About

This objective prepares students to learn addition and subtraction strategies based on place value by developing the ability to compose and decompose tens and hundreds.

The Bigger Picture

This game gives students experience building 1-, 2-, and 3-digit numbers. This model is used in the next game to develop regrouping.



The student builds the number in Level 1 and represents it in Levels 2-3.



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Place Value Bundles - Ten and Hundred - 1



Greenies Regrouping Grade 2

Place Value Bundles - Ten and Hundred

占 4 levels

Probing Questions

- · How do you know how many to choose?
- How will you show this many ones/tens below?

Classroom Connection

Discuss different ways students are counting or grouping. Are they counting by tens? Are they using the arrangement of the bags? Help students connect the visual model to the expanded form. Ask them to find different ways to represent the number.

Supporting Struggling Students

Level 3 is more challenging for students. Students have a robust schema for the numbers 0-100 and easily see 15 as one ten and 5 ones and 15 ones. The schema has not yet extended to seeing 150 as one hundred and 5 tens and 15 tens.





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Place Value Bundles - Ten and Hundred - 2

Grade 2 A Place Value Bundles

🛆 Place Value Bundles - Ten and Hundred

리 4 levels

Probing Questions

- · How do you know how many to choose?
- What helps you know how many you'll need to make 100?

Probing Questions

Students learn that any multi-digit computation can be reduced to a single-digit computation. Example: 4 ones + 6 ones = 10 ones. 4 tens + 6 tens = 10 tens.

Something to Think About

Sharing different student strategies will help students see This game focuses on the combinations for ten which is essential for building regrouping strategies.





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Place Value Bundles - Ten and Hundred - 3



Petals Regrouping

Grade 2 🖉 Place Value Bundles - Ten and Hundred

리 5 levels

Probing Questions

- What happens if you choose this arrow?
- What will this other arrow do?
- How do you know when you need to regroup?

Classroom Connection

Cover up the number at the bottom of the screen from levels 1-3. Ask students to share different ways the number could be represented. Example: 3 hundreds, 34 tens, and 22 ones could be 4 hundreds, 24 tens, and 22 ones or 5 hundreds, 15 tens, and 12 ones.

Something to Think About

As the levels progress the little gray arrows next to JiJi require students to find more efficient ways to regroup.





Petals Random Regrouping Ones

🛆 Place Value Bundles - Ten and Hundred

리 3 levels

Probing Questions

- How do you know how many tens/ones there are?
- How will you write this number?

Uncover the Thinking

This game is a great assessment tool. Ask students to share their strategies. Look for counting by different units, counting across decades, and students who use various effective and ineffective shortcuts.

Stop the Animation with the Scrub Bar The animation clearly shows the regrouping process and can be used to facilitate stuck students or discuss regrouping in the classroom.

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Place Value Bundles - Ten and Hundred - 5



Grade 2

Petals Random Regrouping Tens

🛆 Place Value Bundles - Ten and Hundred

리 4 levels

Probing Questions

• How do you know how many hundreds/tens/ones there are? How will you write this number?

Stop the Animation with the Scrub Bar

The animation clearly shows the regrouping process and can be used to facilitate stuck students or discuss regrouping in the classroom.

Uncover the Thinking

This game is a great assessment tool. Ask students to share their strategies. Look for counting by different units, counting across tens and hundreds, and students who use various effective and ineffective shortcuts.





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Building Blocks Grade 2 Alue Bundles

🛆 Place Value Bundles - Ten and Hundred

리 5 levels

Probing Questions

- Probing Questions
- How did you decide to choose that many ones?
- Now that you've chosen the ones, how do you decide how many tens to choose?

Supporting Struggling Students

Students may want to choose the number of tens first and then the number of ones. The game reinforces choosing the ones first and then the tens. Consider using base ten blocks to help students.

Something to Think About

Students tend to disregard the ten created when the ones are added and get the sum of 110.

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Place Value Bundles - Ten and Hundred - 7